```
ngl gui::Widget
      # m parent
      # m children
      # m drawable
      # m position
      # m size
      # m tooltip
      # m enabled
      # m visible
      # m focused
      # m drag
      #s theme
      + Widget()
      + ~Widget()
      + Render()
      + SetDrawable()
      + GetDrawable()
      + GetParent()
      + GetParent()
      + SetParent()
      + AddChild()
      + RemoveChild()
      and 34 more...
      + SetTheme()
      + GetTheme()
       ngl gui::Button
# m onPressedCallback
# m onButtonDownCallback
# m onButtonUpCallback
+ Button()
+ ~Button()
+ SetOnPressedCallback()
+ SetOnButtonDownCallback()
```

+ SetOnButtonUpCallback()

+ OnMouseButton()